THE WEE

WONDER!

!

FLEE!

THE TINY TRIUMPH!

THE MICROSCOPIC

MARVEL!

CONNOR
WRIGHT PROUDLY PRESENTS...

'FLEE!'

GAME DESIGN DOCUMENT

November 2022

CTWright

BASIC INFORMATION
LOGLINE, GENRE, & POTENTIAL MARKET:

FLEE!:

'Flee' is a 2-D side scrolling adventure game in which the player controls a performing flea in a circus, who ventures out into the outside world in search of an open road to wander down.

Logline: *A former performing flea must escape the circus and navigate platforming challenges to reach the open road.*

GENRE:

2D Puzzle-platformer, with a forced perspective and unusual subject matter.

POTENTIAL MARKET:

Children, who are still learning to navigate the intricacies of videogame hardware, may find the flea's floatier jumping arc to be a more accessible platforming challenge than something like Mario or Rayman.

The setting - of an era where animals were still a staple of circus entertainment - may also attract older players as it is most likely going to subtly explore some more mature themes.

GAME NARRATIVE

STORY SYNOPSIS, TONE, AND THEMES:

SYNOPSIS:

Player controls the main character of 'Joseph' - a performing flea with the 'Tip-top' circus troupe - who is already considering leaving his life of a member in a Flea Band, to wander the open road, when his fellow bandmates are killed in a sadistic performance by the ringleader. He is a quiet, reserved flea with a wanderlust and passion for acoustic folk - being a jumping flea, he can also jump great heights and pull objects many times his size.

Navigating through a selection of 2D platforming gauntlets in his journey to escape the circus and find the open road, Joseph pushes his way past the backstage areas of his former home before being confronted by the ringleader and jumping from person to person until landing on a carnival-goers pet dog. This dog then acts as a fast-travel vehicle through its transportation of Joseph to its home in the countryside, where the protagonist then navigates the trappings of a human home. Journeying through the house - eventually even escaping a battery-powered robot toy - to venture through the garden and reach the dusty trail to freedom!
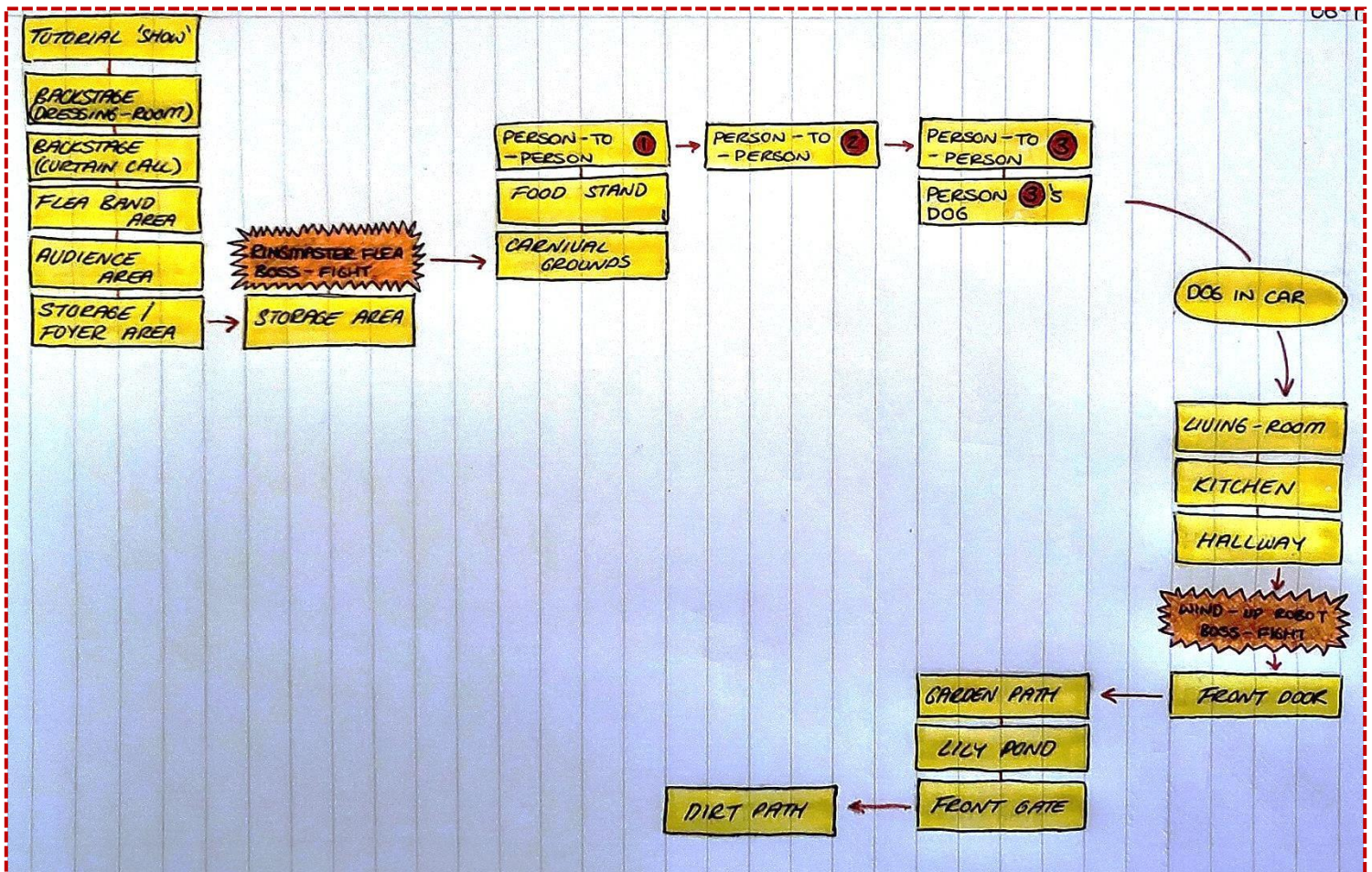
GAMES' SPECIAL FEATURES

PARTICULAR MECHANICS:

Joseph, our protagonist, can not only venture out into the great unknown with very little hesitance due to his wandering tendencies – he also has a selection of particular, peculiar abilities on his person.

- *Flea jump:* Fleas can jump up to 150x their height – a great feat by any measure – and to incorporate this into the game, Joseph's main mode of traversal will be his hind legs. He can also jump great heights, and with a 'floatier' arc – akin to Luigi in the *Super Mario Bros.* franchise – to represent his small scale, despite the tremendous vertical takeoff.

- *Flea strength:* Fleas can carry up to 160,000x their body weight – and you thought the jumping was impressive – and to incorporate this into the game, Joseph's strength will often come into play in comical fashion to open doors and divert obstacles, and also to work within simple puzzles.

THE SETTING AND ITS INHABITANTS:

The world in which our game takes place is the one in which we currently live, yet from the perspective of our flea protagonist. Given Joseph's wanderlust, and natural sense of adventure, he travels from within the home he has always know to the surrounding are with the goal of reaching the open road.

The characters of the game vary from the antagonistic ringleader flea who ultimately kills Joseph's only friends – having become family – and forces him to depart from the circus in a rush, to escape with his own life. The humans of the world pay Joseph no heed, as he is far too small to be noticeable to the naked eye, and as such it is only other creatures and enhanced vision of the robot boss which can notice him.

STYLE AND STYLE FEATURES:

- The game is made in a somewhat stylized version of our own world, with more similarities to reality than differences.

- Characters are not fully voiced, yet do emit a few key mumbles to set the tone of the box of text which is being shown. Alongside musical cues, and facial expressions from the closer images of the characters when in dialogue, we are able to grasp the tone of the situation.

- The protagonist is a silent one from the death of his friends, as the sensibilities of a silent protagonist lay better with the game and the character of Joseph.

- He may, however, hum a country tune when being taken to the dog's home in the fast-travel sequence.
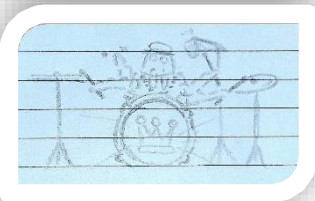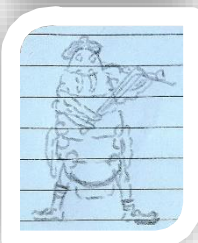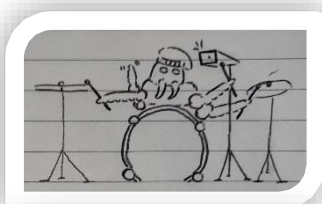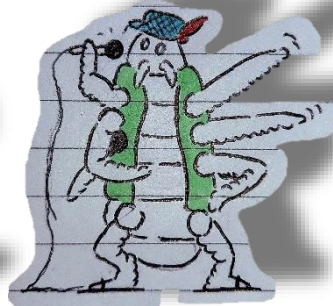
CHARACTER CONCEPT ART:

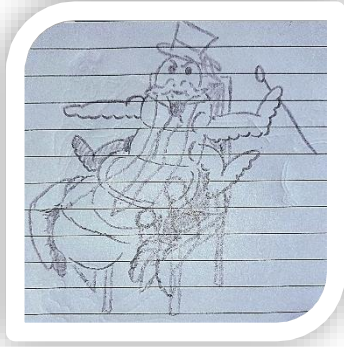## NPC BAND MEMBERS (protagonist's former group):

JOSEPH THE FLEA (protagonist):

BIG TOP RINGLEADER (FIRST BOSS):

BATTERY-POWERED ROBOT TOY (SECOND BOSS):